

# JAWS<sup>TM</sup>

## INSTRUCTION MANUAL



## LOADING INSTRUCTIONS:

C64/128      INSERT PROGRAM DISK, SIDE 1. TYPE LOAD"\*",8,1  
APPLE II     INSERT DISK 1, SIDE 1 AND TURN ON COMPUTER  
IBM PC       BOOT DOS (2.0 OR HIGHER). AT > PROMPT, INSERT  
              JAWS PROGRAM DISK IN DRIVE A. TYPE A: [return]  
              THEN TYPE GO [return]

FOR IBM SINGLE AND DOUBLE DISK DRIVES - COPY  
COMMAND.COM FROM YOUR MS DOS DISK TO JAWS  
PROGRAM DISK.

## BACKGROUND:

You are the famed shark hunter, Captain Quint. You have just received word of vicious shark attacks all around North America. Determined to rid the beaches of this reign of terror, you take the challenge of a lifetime...one on one battle with the great white shark!!

As JAWS begins, there are eight ports around North America where Great White Sharks have threatened the communities. This has forced them to close their beaches. These ports are shown on your Map. Your mission is to kill the Great Whites at all eight of these ports. Your goal is also to make contracts with the Mayors at the Ports, kill all of the Great Whites, collect your bonuses, and finish with as much money as you can.

Swarms of sharks can be found each time you go to sea. Each swarm will have between 5 and 15 sharks. These swarms provide you with the opportunity to shoot the sharks and sell them for money at the Ports. Their teeth and carcasses may be worth quite a lot, depending on the kind of sharks they are. This will help you finance your expeditions after the Great Whites. SKILL AND DARING WILL PAY OFF!

## SCENES IN THE GAME:

(Note: when the word SELECT is used, it means to press the Fire Button on the joystick after placing the cursor over the desired option. On the IBM, joystick is optional; on C64 and Apple, it is required. If you are playing Keyboard on the IBM, then you SELECT an option by moving the cursor with the Arrow keys and then pressing the RETURN key. The cursor on the IBM is a ship's wheel. Normally, it is spinning; when it stops, you can SELECT the object it is on. On C64 and Apple the cursor is shaped like a shark.)

\*\*\*\*\* MAP SCENE: Allows you to choose the next sequence of play...

- To go to a port, move the cursor to the little box on the left of the name of the port you wish to travel to. ( On IBM and C64, A white marker will appear). SELECT the Port and the game starts you "enroute" to that Port.

\*\*\*\*\* MAP SCENE (continued):

- To hunt for sharks, SELECT the "Out to Sea" option at the bottom left of the screen. This is where the Great Whites and the shark swarms can be found and fought.

-To go back to the previous scene, SELECT "Go Current Location". This takes you back to the sequence you were in before SELECTING "Restore Map". For example, if you were last hunting sharks at sea, then play returns to hunting sharks. If you were previously in a harbor, then play returns to that harbor.

\*\*\*\*\* PORT SEQUENCES

HARBOR SCENE: From here, you can go to the shore-based activities. These are:

\*REPAIR PORT\*: This is where you get your boat repaired when it's been damaged. The ship can be damaged by attacks from the Great Whites, and will also suffer wear and tear from the long trips at sea. Any time the damage exceeds 75%, your boat may sink or become unuseable. If that happens, the game is over for you.

To repair your boat, SELECT "Repair". A bill for the repairs will be submitted. Accept or Reject the offer as you choose. The repairs might cost less elsewhere.

The Great Whites get bigger and tougher at later ports, and will cause more damage to your boat. To offset this, buy a larger boat. To do so, SELECT the "Buy Bigger Boat" option while at the Repair Port. A price for the new boat will be given. Accept it or Reject it, as you choose.

\*GENERAL STORE\*: Here you can obtain the supplies, crew, and training that you and your men need. This is also the place where you make money from the sharks you've shot. To choose one of the options at the GENERAL STORE, move the cursor over the chosen item or action and SELECT it. For example, to purchase Scuba Gear, move the cursor over the scuba gear shown on the screen and hit the Fire Button (or RETURN key on IBM keyboard). A message will appear indicating the price of the gear, the number on hand in that store, and the number you have bought. SELECT that item until you have the number you want.

To sell sharks from your hold, SELECT the "Sharks Bought" sign. When the Shark Chart appears, move the cursor to the shark you want to sell and SELECT it. The money will be added to your account. You may sell all or part of your shark catch at any port. SELECT RETURN to go back to the General Store. To leave the General Store, SELECT the "Exit" sign on the door. On IBM just SELECT the door itself.

To Attend Shark Hunter school, SELECT that item: There, you can Practice or Certify your crew on the weapons and skills they need. As on the Map scene, move the cursor to the box to the left of the activity and SELECT the Course, the Level, and the Purpose (Practice or Certification). Then SELECT "Attend" to go to the course. The cost of that course will be displayed at the bottom of the screen.

(Note, you can leave any of the courses by hitting the Space Bar when you see the word FIRE on the screen).

The RIFLE class, for example, works like this:

In Practice mode, you get 10 rounds of play with 20 simulated sharks per round to shoot.

In Certify Mode, you get 1 round of 20 sharks, and you must hit 15 out of the 20 to Certify.

The Dive and Harpoon classes work the same way. You will automatically exit at the end of the rounds. You may leave earlier by pressing the Space Bar when FIRE is displayed.

\*TELEGRAPH OFFICE\*: Here, you can get news, clues and important information. Sign for the telegram if you want it. The message will scroll across the bottom of the screen. Exit when finished.

\*TOWN HALL\*: This is where you will Accept or Reject the Mayor's offer of reward for killing the Great White. (On C64, no action is required. Acceptance is assumed if you go there. You will accept and exit automatically. DO NOT PRESS THE FIRE BUTTON HERE. On Apple and IBM, Accept or Reject the offer.)

#### \*\*\*\*\* SEA BASED ACTIVITIES

From the Map scene, SELECT the port to go to, or SELECT "Out to Sea" to hunt sharks.

SELECTING a Port: The ship's console will be shown with a message indicating which port you are enroute to. The Miles travelled, the amount of damage suffered, and the Fuel left will change as the trip progresses.

Once the new port is reached, the message changes to "Entering the Port of ....". To Enter the port safely, approach the first scenes at FAST speed, then change to Medium and Slow as you receive warnings to slow down. (ON C64 and APPLE you SELECT your speed with the cursor; on IBM use the number keys, 1,2,3.) If you Enter the Port at too high a speed, you will Crash. That will only be fun if you are a LANDLUBBER at heart, as you will see. If you Enter the port correctly, you will go to the Harbor Sequence.



SELECTING "Out to Sea": Once you've put out to sea, you must hunt for the sharks. On C64 and APPLE, you pick a direction by putting the cursor over the N,S,E, or W letters of the compass and SELECTING the one that you wish. On IBM, use the Arrow keys to pick or change a direction. When a swarm or a Great White is found, you must cut your speed back to Slow to signify your desire to fight. If you do, the C64 and Apple versions you will ask you what Weapon to SELECT from the Weapons Console. In the IBM version, the right weapon is selected automatically. When the weapon is SELECTED, the appropriate fight sequence is started. If you don't want to fight, don't slow down. Bear in mind, though, that you might not get another chance to find sharks in that outing at sea.

When you encounter a swarm, you can use the Rifle, the Harpoons, or dive with the Spear Gun (C64 and APPLE). On IBM, the Rifle is SELECTED for you.

When you encounter a Great White, you'd better use Harpoons to attack. If you can hit the Great White while it's on the surface, you will immediately go underwater to finish him off (you hope). BE SURE YOU HAVE ALL THE PROPER EQUIPMENT! Harpoons require ropes and flotation barrels to be effective.

NOTE: Only one shark swarm and one encounter with a Great White is provided for each time at sea. After the swarm is fought, you must return to port and go out to sea again before another swarm will be found. Similarly, if the Great White is fought but not defeated, you must return to the Harbor before the Great White will be encountered again in that Port.

#### \*COMMAND CONSOLE OPTIONS\*:

STATUS (or Inventory on the IBM) gives you a general account of your standing in the game.

SHARK CHART gives you a count of the sharks that have been shot and are now in your Hold.

RESTORE MAP takes you back to the destination map.

